BIONICLE®

HEROES

TT games

eidos

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

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The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

For further information visit **http://www.pegi.info**

SLES-54150

1 Player • Memory Card (8MB) (for PlayStation®2): 64KB minimum • Analog Control Compatible: analog sticks only • Vibration function compatible

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Getting Started

1. Set up your PlayStation®2 console according to the instructions in the instruction manual. Attach an Analog Controller (DUALSHOCK®2) into controller port 1 and insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. This title only supports the analog controller (DUALSHOCK®2).
2. Make sure the MAIN POWER switch (located on the back of the console) is switched ON.
3. Press the ⏻/RESET button.
4. When the ⏻ indicator is green press the ⏏ EJECT button. The disc tray will open.
5. Place the BIONICLE Heroes™ disc on the disc tray (label side up).
6. Press the ⏻/RESET button again and the disc tray will close.
7. Follow all on-screen instructions and refer to this software manual for all game information.

You are advised not to insert or remove accessories once the power is turned on. Make sure there is enough free space on your Memory Card (8MB) (for PlayStation®2) before commencing play.

If there is no Memory Card (8MB) (for PlayStation®2) inserted you will be prompted to insert one into MEMORY CARD slot 1.

Select your preferred language from the Language Select screen displayed on start up. BIONICLE Heroes supports English, French, German, Italian, Spanish, and Danish.

Welcome, Hero!

The island of Voya Nui. You are on a beach at the foot of a monstrous cliff. A line of meandering footprints leads you to a figure collapsed on the sand. You approach as a deep rumble of thunder echoes in the distance. Exhausted, a Matoran looks up, at first fearful but then understanding.

"I know who you are. You are the Hero," he says.

You smile and with this encouragement the Matoran tells you the story.

"This land has been invaded by the despicable Piraka and they have stolen the Mask of Life! The Piraka do not know the Mask's real power, but have used it to take control of all the creatures on the island. You are the Hero; you must track down and defeat the Piraka, restore the Mask and bring peace back to Voya Nui. Here..."

The Matoran reaches into a large bag that lies next to him and pulls out an ornate TOA Inika Mask.

"Collect and use the powers that the TOA Inika Masks will grant you to save Voya Nui. Hero, this is your quest."

What YOU have to do

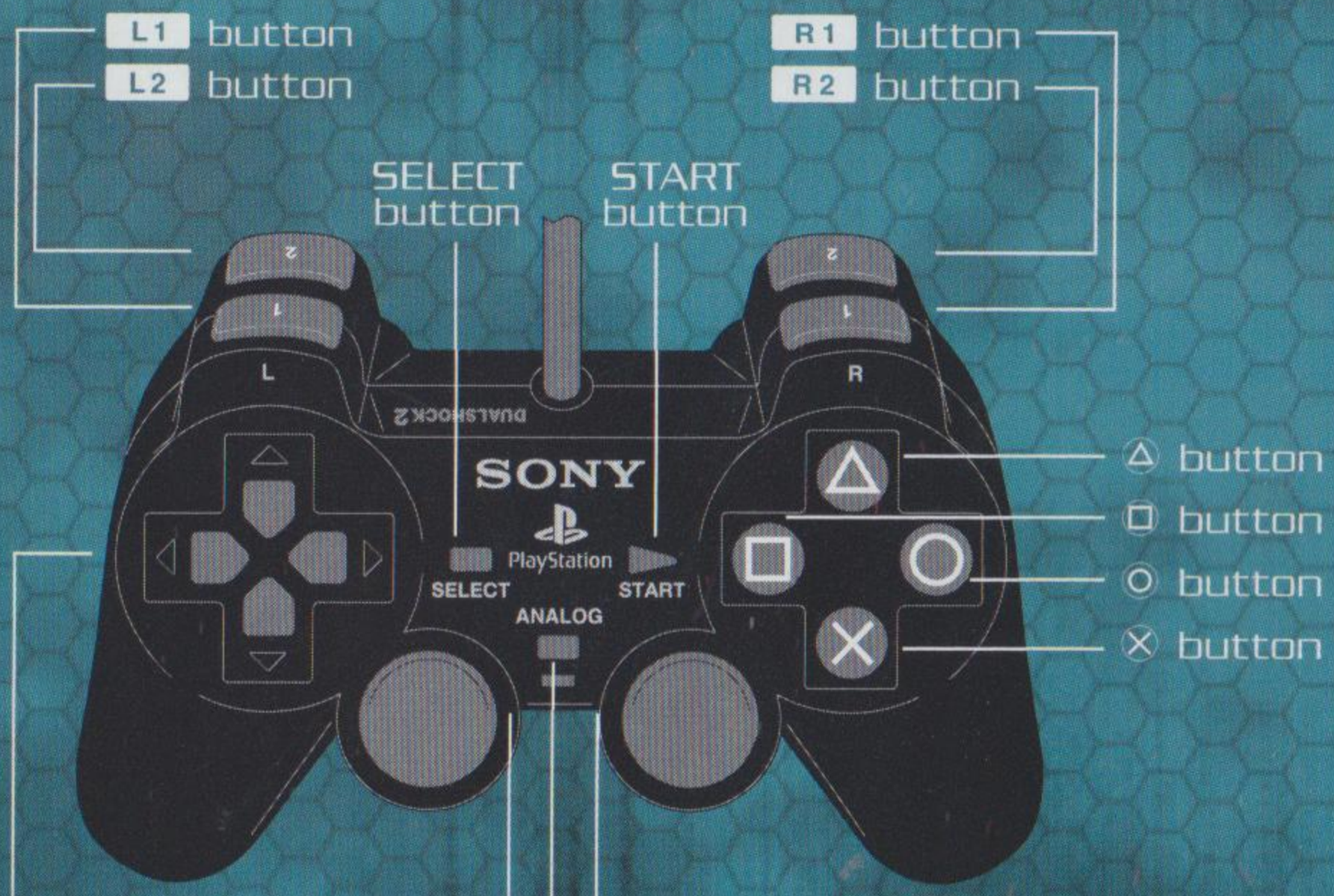
BIONICLE Heroes lets you take on the guise of the heroic TOA Inika and control their unique powers to overcome a host of different enemies. There are many dangerous and aggressive BIONICLE creatures on the island created by the evil power of the Piraka. You will need to defeat hordes of enemies in each of the six elemental Zones of the island and then defeat the Piraka to win back the Mask of Life and return the island to peace.

Your power (as the Hero) comes from the six different TOA Inika Masks that can be found scattered throughout each level. Once you put on a TOA Mask, you will assume the powers and ability of that TOA. Don't worry, if you think the task is too difficult, you will not be left without help.

BIONICLE Heroes will always prompt you on the best course of action to take: which TOA to use to make the most of a special ability or point you in the correct way to get through a level.

The Game Controls

Analog Controller (DUALSHOCK®2)



In-Game Controls

Menu Controls

Highlight Option	Directional buttons up/down / left analog stick
Select	✕ button
Go Back	△ button

Controls

Move TOA forward / back	left analog stick
Turn TOA left / right	left analog stick
Free Look: left / right, up / down	right analog stick
Fire weapon	✕ button
Stafe (sidestep) **left / right**	Hold R2 and move left / right with the left analog stick
Change TOA character	△ button
Cycle through TOA left/right	L1 button / R1 button
Use TOA Elemental ability	○ button
Pause Menu	START button

When the game first begins you will be given four on-screen options:

- **New Game**
  Select this option to begin a New Game of BIONICLE Heroes. This will take you to the Matoran Enclave.
- **Load Game**
  Select Load to continue with a previously saved game. You will be taken back to the Matoran Enclave.
- **Options**
  Select Options to access a number of in-game options from:
  - Invert Y Axis: On/Off
  - Effects Volume: 1 to 10
  - Music Volume: 1 to 10
  - Adjust Screen: up, down, left, right
  - Vibration: On/Off
  - Widescreen: On/Off
- **Extras**
  Select Extras to access the following:
  - Credits
  - LEGO® *Star Wars™* II: The Original Trilogy Trailer

Playing BIONICLE Heroes

You will begin your adventure at the Matoran Enclave.

This is a large, ceremonial clearing full of ancient structures, chambers, display areas, a useful shop and a nearby beach.

This is where you will return regularly to look at your achievements. It is also where you can upgrade your TOA and look at what you have collected and unlocked in these adventures.

- Select New Game from the Main Menu to enter the Matoran Enclave.

Beginning a New Game

You begin the adventure standing in the middle of the central square at the Matoran Enclave. Take a little time to look around and get to know this area because once you start playing BIONICLE Heroes there will be many useful and fun items here. First, let's take a short tour of the Matoran Enclave complex:

Zone / Level Selection Chamber

Directly ahead of you and down a long staircase is the Zone/Level Selection Chamber. This has six portals that, when entered, will take you to the six elemental Zones on Voya Nui. Each portal also shows which levels in the individual Zones are currently unlocked.

The island of Voya Nui is divided into six distinctive Zones:

Hakann's Volcano
Based in and around the island's volcanic zone allowing you to explore caves, caverns and volcanic plains.

Reidak's Desert
Set in Voya Nui's desert region with the action also based in and around the Island citadel.

Thok's Mountain
This Zone features a landscape of rocky outcrops, cliffs, and icy mountain passes.

Vezok's Coastline
Set in and around the shoreline of Voya Nui.

Zaktan's Jungle
This Zone is a tropical jungle and features dense jungle, hidden temples, waterfalls and tree top villages.

Avak's Stronghold
Set in and around the ominous Piraka Stronghold.

To begin a new game:

1- Enter the Zone Select area.
   The entrance to Vezok's Coastline will open.
2- Enter this area where you will find the four portals to the levels of Vezok's Coastline.
   Only Piraka Bluff is initially selectable.
3- Press the ⊗ button to start this level.

The Levels

A short introduction will lead you into each level and give you an idea of who you may encounter in them. Complete the three levels within a zone and you will be able to enter the Boss level; this is where you will get to do battle with the Piraka who controls that Zone. Within a zone levels must be completed in sequence but each completed level can be replayed from here in Free Play mode.

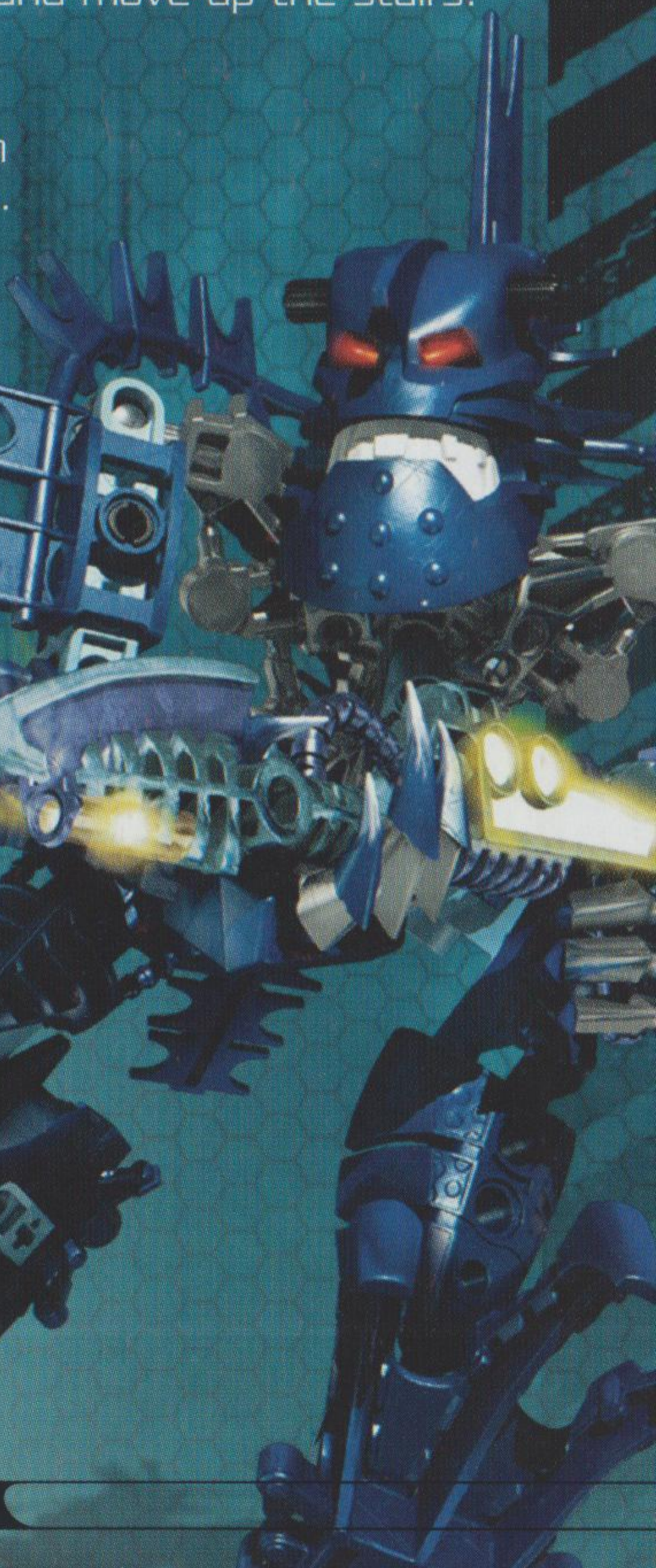
Initially only one zone is available to the player, and as they progress other zones will open up.

Back to the Matoran Enclave

If you want to return to the Matoran Enclave from the Zone Select Chamber, face the stairway and move up the stairs.

The Shop

Directly behind you at the Matoran Enclave central square is the Shop. Here the Matoran who gave you the TOA Mask is waiting, ready to sell you a number of useful items. TOA upgrades, goodies, hints for completing the game and special bonus areas can all be bought here with LEGO pieces collected in the game.



Shopping is a very easy process:

- Walk up to the Matoran to browse in the Shop to see what he has to offer.
- Select an item using the directional buttons
- Press the ⊗ button to buy
- Press the △ button to leave the Shop

Some items bought in the Shop can be constracted*

Those that can be constracted will appear in various places within Piraka Beach.

***Special note:** an assembled LEGO piece (structure or object) is known as a constraction.*

The Character Showcases

The Character Showcases are the chambers that lead off from the curved ramp running up and over the Zone/Level Selection Chamber entrance.

As you proceed through a level you will find two types of special canisters to pick up. One type of canister will unlock creatures that can be viewed in the Character Showcase. There are three Showcase Chambers available for you to admire the unlocked Bohrok, Visorak and Vahki.

The fourth Showcase Chamber (on the right) lets you look at the sub-Bosses in the game. When you defeat a sub-Boss (in Levels 1 and 3 of a Zone) they will appear within a containment chamber in this room accompanied by full stats and key information.

Defeated Piraka

When a Piraka is defeated at the end of a Zone, it is unlocked and becomes available to you as a playable character within that zone.

The Trophy Cave

The Trophy Cave is to the right of your starting position on the Matoran Enclave. Go down the stairs and you will come to a chamber with three large screens. Control of TOA movements is limited here to the directional buttons.

Unlocked BIONICLE collectibles

On the left hand screen you will be able to view all of the special collectibles unlocked in the game so far. Collectibles are unlocked by picking up special canisters in the levels. There are 100 of these to collect and each will be shown on this grid when you have collected it in a level.

- Select a collectible using the directional buttons. Press the ⊗ button to look at its details and history.

Unlocked Creatures

On the middle screen in the Trophy Cave, you will see a 36 panel grid to show creatures unlocked during the game and full details of their powers.

- Select an unlocked creature using the directional buttons. Press the ⊗ button to look at its details and history.

Achievement Wall

On the right hand screen of the Trophy Cave you will see the Achievement Wall. This shows all of your successes during the game. Medals and stars will be issued here to the 'best of the best' and BIONICLE Heroes high achievers.

If you want to return to the Matoran Enclave from the Trophy Cave, face the stairway using the directional buttons ⬅/➡ and press the ⊗ button, or alternatively press the △ button. The TOA will move a few steps out of the chamber then you will be able to use the normal TOA movement controls.

The Game Screen

Once you have entered a level you will see the game screen. The game screen is generally left clear and uncluttered to let you concentrate on the action but there is some very important information shown here.

1. LEGO Counter
2. Health Bar
3. Hero Mode Charge
4. TOA Masks
5. Scanner
6. Enemies Icon
7. Mask Icon
8. Progression Direction

LEGO Counter

This counter shows the number of LEGO pieces you have collected. Plugs, cogs and bricks can be found loose, in clusters or within constractions (that need to be destroyed before the pieces are released). LEGO pieces also appear after defeating enemies; performing constractions; or activating LEGO constractions.

They are picked up by walking over the individual pieces. The pieces fly up to the top of the screen and are added to your total. LEGO pieces are used to buy upgrades for the TOA and will help to charge up the Hero Mode gauge.

You will find three types of LEGO pieces:

- **Silver** – the most common, will add 10 to the counter
- **Gold** – will add 50 to the counter
- **Blue** – very rare, will add 250 to the counter

Health Bar (Heart Icons)

The heart icons show how much health the active TOA has. You gain hearts as pick ups after destroying certain enemies but you will also lose hearts as you take hits in combat. Once you lose all the heart icons in this panel you will lose that specific TOA Mask and will switch automatically to the next TOA available. When you lose a TOA mask you will also lose some of the LEGO pieces that you will have collected thus far. Heart icons will flash when they are damaged.

If no other TOA Mask is available you are defeated and you must restart the level.

Hero Mode Charge

Collecting a sufficient number of LEGO pieces lets you activate Hero Mode and allows the transformation of the TOA into the Golden TOA. This bar shows the Hero charge building up and gives an idea of how far there is to go before you can kick off Hero Mode. Once this bar is full, the transformation into the Golden TOA is instant.

When you are in Hero Mode the heart icons are shown in gold. Triggering Hero Mode will create a small shockwave around the player's feet destroying any enemies within a small radius.

Golden Constractions

There are a number of gold LEGO pieces that can only be built (or constracted) by the Golden TOA. These will flash the Hero Mode icon when you approach them if you do not currently have enough LEGO pieces to enter Hero Mode and activate them.

- When in Hero Mode, press the ◎ button when prompted on-screen to perform a Golden Constraction.

Triggering a golden constraction will cause a golden shockwave to emit from the constraction which will damage any enemies within range. All other AI creatures *(non bosses)* will become frozen for the duration of the gold constraction.

Triggering a golden constraction will use up the hero power of the player.

Invulnerability

The Golden TOA cannot be affected by attacks from any enemies in the level.

Increased Damage

The Golden TOA has the weapons of all the other TOA and can switch between them (as normal) but the damage it does is considerably more.

When the Hero Mode charge has run out the TOA returns to normal and the Hero Mode bar will need to be recharged again from the beginning. However, you will not lose your collection of LEGO pieces; these will stay in your possession to be used later at the Shop.

TOA Masks

The power of the six TOA Inika comes from the Masks you will find throughout the levels and the ones you have picked up are shown in this panel. The Mask pulsating on the right is the current active TOA.

- You can switch between Masks by using the △ button or L1 / R1.

Once you have a Mask and put it on, you will adopt the powers and abilities of that TOA. You will lose that Mask (and all of its associated powers) if you lose all of its heart icons in combat. The Mask is not lost for good; it will be available to be picked up elsewhere in the level *(look for it on the Scanner)*.

Scanner

The Scanner display gives you very important in-game information. You are located at the centre of the rotating scanner and from here you can view relative positions of:

- Enemies – Red Dots
- TOA Masks Location – Coloured Mask Icons
- Gold Constractions Location – Gold-filled Circles
- Progress Direction – Arrow

A White Cone shown on the Scanner display is the TOA's line of vision.

Each TOA customises the Scanner screen with its own colours and the active Mask will pulse on the right of the panel to remind you of your current TOA character.

The TOA

JALLER (Red) – TOA Inika of Fire

JALLER can cross lava flows and is one of the fastest TOA over any ground. Cross lava streams only at locations when prompted.

JALLER is a good choice if you have to get somewhere fast in the between game and carries a powerful rapid fire style weapon.

HAHLI (Blue) – TOA Inika of Water

HAHLI is the only TOA that can go into, or cross, water *(streams, rivers, or underwater passages)*.

SHE has medium speed on land but is faster in water. SHE is well-armoured, and carries a short-ranged beam weapon.

KONGU (Green) - TOA Inika of Air

KONGU has the ability to jump. KONGU can perform spectacular leaps at specific locations *(prompted by the ◎ button)*.

KONGU travels quickly through the air, and has good all-round armour and strength. KONGU wields a short range blaster that can be slow to reload.

MATORO (White) - TOA Inika of Ice

MATORO is the long range specialist of the six. With his special ability he can pick off troublesome enemies positioned at long range. Zoom in by pressing the ◎ button.

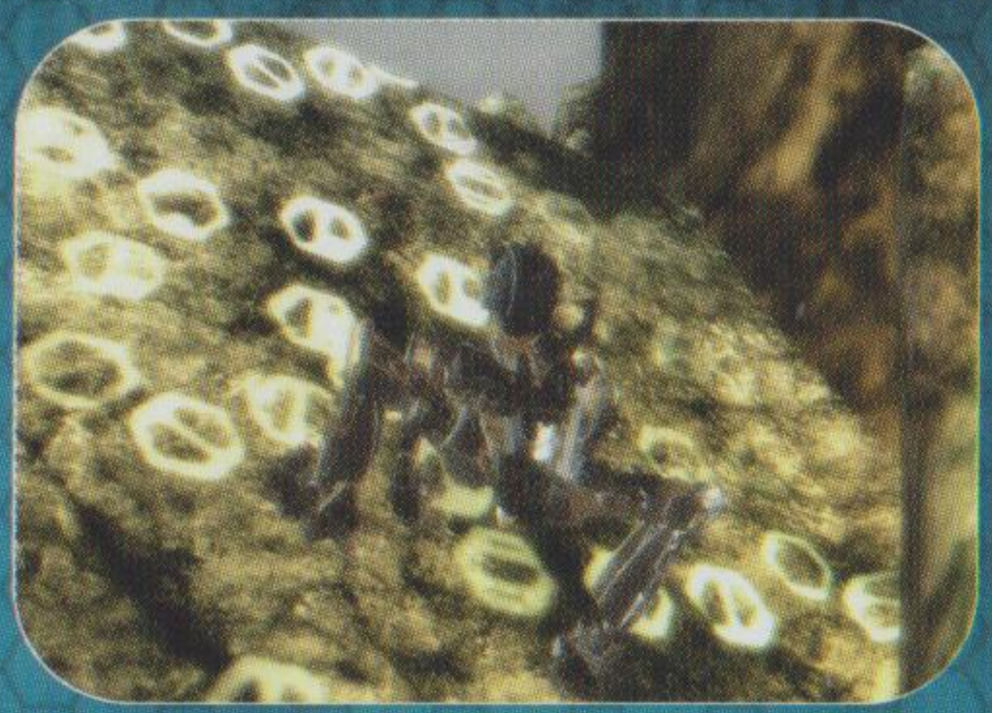
MATORO is VERY SLOW across the ground and is one of the weakest of the six TOA. MATORO carries a powerful ice weapon that can be slow to reload.

HEWKII (Brown) - TOA Inika of Earth

HEWKII is a very practical TOA. HE can manipulate constractions, and either assemble or break up LEGO pieces. If some type of machinery needs to be made to work than Hewkii is the man. If a LEGO structure has to be dismantled for its LEGO pieces then that's the task of this TOA.

HEWKII can build bridges to span chasms or put together boats/vehicles that can be used temporarily in the game. He is one of the slowest of the six across land but is well-armoured and wields a very powerful stone smasher.

NUPARU (Black) - TOA Inika of Stone



NUPARU is the only TOA that can climb rock faces. Approach a suitable cliff (showing a climb surface) and, when prompted, press the ◎ button. You can walk up the rock face using the same movement controls as on the flat.

NUPARU has a slower movement speed than most other TOA but is the strongest of the six.

He can conjure balls of pure energy that are useful for lobbing over protective ledges but this is not the best choice for close combat.

TOA abilities

- **Jaller's Torch Ability**
  With his upgraded ability Jaller is able to burn his way through LEGO vines.
- **Hahli's Drench Ability**
  With her drench ability Hahli can operate water based constractions.
- **Nuparu's Excavate Ability**
  With his excavate ability Nuparu can unearth hidden treasure.
- **Kongu's Gust Ability**
  Kongu can create gusts of wind to activate wind based constractions.
- **Hewkii's Fragment Ability**

Hewkii can fragment walls to uncover hidden treasures.

- **Matoro's Freeze Ability**

Matoro is able to create ice paths from the water.

TOA Upgrades

You will be able to upgrade the six TOA at the Matoran Enclave shop. You can buy enhanced TOA armour; upgrade to more powerful weapons with a better fire/reload rate and upgrade a TOA's special ability (this is very expensive).

Combat

❶ Enemy Health Meter ❷ Auto Target

❶ Enemy Health Meter

All enemies and objects fired upon by the TOA will display a Health Meter to give you an instant indication of how much damage you are dishing out. Sometimes, if your weapon has a broad spread, there will be several Health Meters shown at the same time.

When you have inflicted maximum damage the enemy target will explode into its LEGO pieces for you to collect.

❷ Auto-Target

The game screen stays the same when you are fighting enemies but your TOA will auto-target any creatures or objects you are facing. When it is in range, a green aiming beam will come from the eyes of the Mask and lock-on to the nearest target, object or enemy within the TOA's cone of vision.

If you want to change a target object simply move your view and another target will be acquired.

Switching TOA

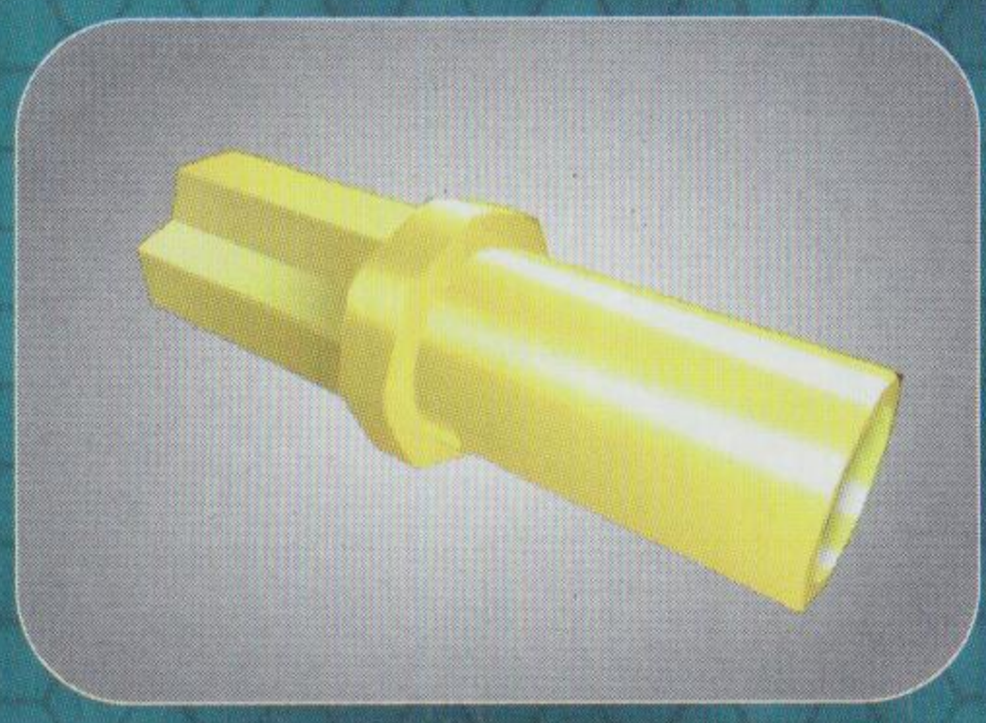
It's very important to use the right tools for the right job. And it's the same in combat: always select the most effective TOA for the task ahead. Do you want speed? Or do you want strength? If there is a specific task that requires a specific TOA's special ability then you will be prompted with an icon of that TOA's Mask and the △ button.

- Press the △ button to switch TOA and you will be shown the ○ icon to carry out that special ability.
- Press the ○ button to carry out the special ability.

Pick Ups

LEGO Pieces

LEGO pieces are plugs, cogs, bricks etc found loose, in clusters or in LEGO constractions *(which need to be destroyed first before the pieces are released to be picked up).*



Once the pieces are on the ground simply walk through them to add them to your total.

Caution! If you wait too long the pieces will disappear. Some objects or enemies can also be shot at a distance and the pieces credited on your LEGO counter.

Remember *that LEGO pieces are very important for charging up Hero Mode.*

Look everywhere for objects, creatures, LEGO constractions, chests, anything that might help to add to your LEGO counter. In some sections of a level you might need to charge up Hero Mode several times in succession to progress, in this case always make sure there are some LEGO pieces in reserve that you can blast to add to your counter (and Hero Mode charge).

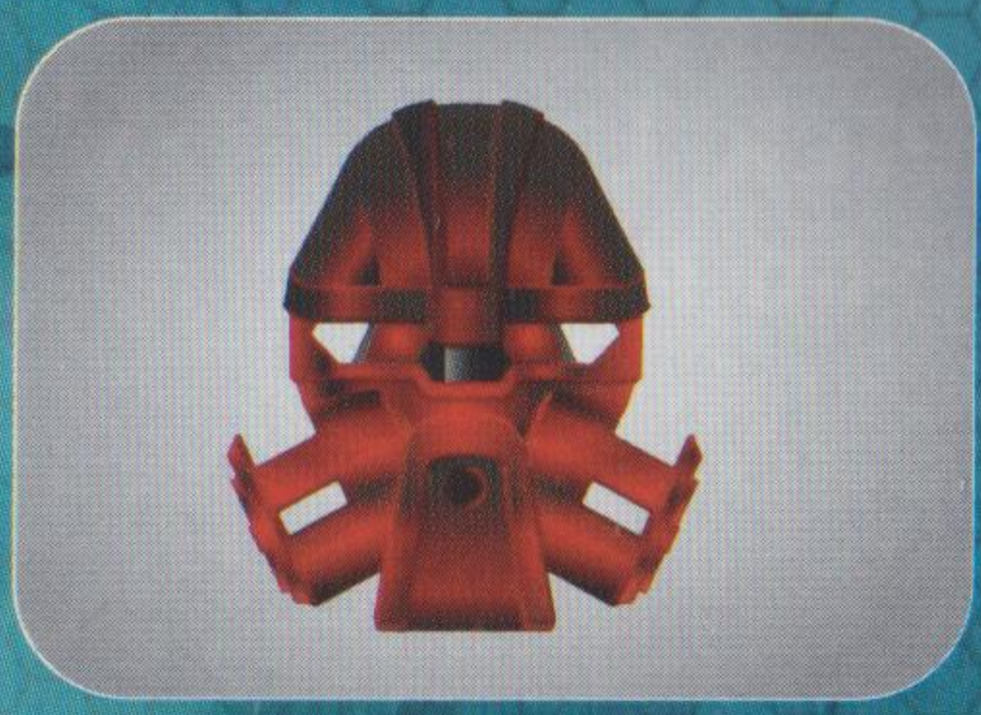
Hearts (extra health)

You can pick up heart icons after destroying certain enemies in combat. Also you will lose hearts as you take hits in combat.

Unlockables

BIONICLE collectibles

There are 100 different Masks to unlock throughout all the zones. These are found in the Gold Canisters *(see below)*. All unlocked by you at the end of a level are detailed on the Status Screen and shown in the Trophy Cave with full details and information.



Canisters

Each level contains a limited number of BIONICLE canisters.

There are two types of canister available:

- **Silver.** These are collected from most levels and collecting five of these from a level will unlock enemy creatures to feature in the Trophy Cave.
- **Gold.** The second type is collected from all levels and unlocks Masks and other objects that will appear in the Trophy Cave.

Piraka

By defeating a Piraka you will make it a seventh playable character and allow it to be used in Free Play within its respective level.

Free Play

Any level in BIONICLE Heroes once completed can be replayed to allow you to discover new surprises and new rewards/bonuses. Only by increasing your TOA abilities and unlocking hidden characters exploring and experimenting can you become a true BIONICLE hero. In Free Play you will be able to add to your total of LEGO pieces and any newly discovered hidden areas will be especially rewarding.

To play a level in Free Play simply select it from the level select chamber at the Matoran Enclave.

Status Screen

After completing a level you will be shown the Status Screen. This has full details of what you have achieved:

- **Number of bonus items collected**
- **Number of LEGO pieces held**
- **Any achievements that you may have unlocked**
- After the Status Screen has cleared, you will get the chance to either return to the Zone select, or return to the Shop - select your choice and press the ⊗ button to continue the adventure.

Saving and Loading

When you first select New Game from the main menu you will be asked to select a save game slot.

Choose a save slot by pressing directional buttons ⬅/➡ on the controller and press the ⊗ button to confirm.

BIONICLE Heroes will then auto-save your progress after each level, and each time you leave the shop after making a purchase. When you have passed a checkpoint in any level you will see the word 'CHECKPOINT' on-screen.

To see your saved games after startup, press the START button to access the in-game options menu, then select Quit and choose Load Game from the main menu.

To load a previously saved game from the main menu,

- Select Load Game and press the ⊗ button.
- Select a save game file using directional buttons ⬅/➡.
- Press the ⊗ button

You are advised not to insert or remove accessories once the power is turned on. Make sure there is enough free space on your Memory Card (8MB) (for PlayStation® 2) before commencing play.

Pausing the Action

Press the START button to pause the action at any point. This will open the Pause Menu with the following options:

Game Progress

This will keep you up to date with the amount of progress you have made through the game.

Resume

Return to the current level

Options

Select to adjust in game options:

- Invert Y Axis: On / Off
- Effects Volume: 1 to 10
- Music Volume: 1 to 10
- Adjust Screen: up, down, left, right
- Vibration: On / Off
- Widescreen: On / Off

Quit

Leave the game and return to the Startup Menu.

Credits

Traveller's Tales

DIRECTOR
Jon Burton

HEAD OF PRODUCTION
Paul Flanagan

ASSISTANT PRODUCER
Kieran Gaynor

LEAD DESIGNER
Arthur Parsons

LEAD PROGRAMMER
Chris Stanforth

LEAD ARTIST
Michael Snowdon

BACKGOUND ART DIRECTION
David Hoye

LEAD ANIMATOR
Ed Cates

HEAD OF TECHNOLOGY
Dave Dootson

LEAD ENGINE PROGRAMMER
Alistair Crowe

DESIGN
Jon Burton
Arthur Parsons

GAME PROGRAMMING
Pete Akrill
Adam Clixby
Chris Payne
Gareth Richards
Richard Taylor
Duncan Walker

LEVEL ARTWORK
Rob Dickerson
Paul Dobson
Ian Hall
Dave Hoye
Andy Ingram
Dimitris Krokidis
Charles McNair
Mike Snowdon
Barry Thompson

CHARACTER ARTIST
Guy Avery

2D ARTWORK
Duncan Philpotts

EFFECTS ARTIST
Kenny Wood

ANIMATION
Ed Cates
Mark Crane
Matthew Maggs
Paul Munro

AUDIO ENGINEER
David Whittaker

ENGINE & TOOLS PROGRAMMING
Kay Chang
David Connell
Alistair Crowe
Ralph Ferneyhough
Chris Halliday
Roland Houghs
Paul Hunter
Steve Monks
Alan Murta
Richard Taylor

ADDITIONAL ANIMATION
Annika Barkhouse
David Brown
James Dawson
Colm Duggan
Phil Gray
Simon James
Duncan Kinnaird
Ross Norcross

QUALITY ASSURANCE
Jonathan Mayer

OFFICE MANAGER
Bev Deakin

SPECIAL THANKS TO

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Binkmeister
Black Six
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Bonesiii
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Bohrokwill
TOA Tilius
Pekel
TOA Pilak Evolved

Sam, Ben and Helen Burton, Nic and Lily, Ruth Baines, Fiona, Emily and Peaches Stanforth, Chrissy and Lauren Edwards, Adrienne Payne, Trudy Ingham, Maria Lines, Elizabeth Holl, Emma and Oliver Taylor, Karen Phillpotts, Marilena Aspioti, Dan McCreadie, Mum and Shay, Sara Gray, Mark Pitcher, Sonia Chabouni and mum for cakes, Stacey Arnold, Jake, MossWood, Rusty and Lauren, Andrew and Jordan Dawson and Josh Shrouder, Adam Sweeney & Rob Cox for their help on work experience.

TT Games Publishing

Managing Director
Tom Stone

Development Director
Jonathan Smith

Producer
Nick Ricks

Marketing
Richard Earl

Buisness Development
Garry Edwards

Financial Controller
Mike Wyre

Sound Effects
Paul Weir, Earcom
www.earom.net

Music
Composed by Ian Livingstone. Courtesy of Tsunami Sounds Ltd.
www.tsunami.co.uk

Additional Testing
Toby Smith
Sam Smith

Intro Movie
Think Tank Studios.
www.thinktankstudios.co.uk

LEGO Company

Michael Boland
Lena Dixen Højland
Bo Leervad Christensen

Eidos

Producer
Luke Valentine

Development Director
Darren Barnett

Development Manager
Lee Singleton

Creative Development Director
Patrick O'Luanaigh

Brand Manager
Alex Price

Head of Global Brand
Larry Sparks

Brands Controller
Fabien Rossini

Head of Support Services
Flavia Timiani

Support Services Coordinator
Julie Payne

QA Manager
Marc Titheridge

QA Supervisor
Ian Rowsell

QA Lead Technicians
Germaine Mendes
Tyrone O'Neill
Anthony Wicker

QA Technicians
Jason Claridge, Richard Edbury, George Wright, David Haddon, Richard Acherki, Andrew Standen, Shams Wahid, Steve Inman, Matthew Poon

Localisation QA Supervisor
Arnaud Messager

Lead Localisation QA Technician
Laure Diet

Localisation QA Technicians
Arianna Pizzi, Augusto D'Apuzzo, Francisca Barceló Ávila, Pablo Trenado, Tobias Horch, Pedro Geppert, Edwige Béchet

Senior Localisation Manager
Monica Dalla Valle

Localisation Manager
Jan Buchner

Mastering Supervisor
Jason Walker

Mastering Engineer
Ray Mullen

Creative Manager
Quinton Luck

Senior Designer
Jodie Brock

Designer
Gary Blake

Manual
Alkis Alkiviades

Special Thanks
Jane Cavanagh
Bill Ennis
Bill Gardner
Bob Lindsay
Rob Murphy
Anthony Price
Scott Dodkins

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SAFETY INFORMATION

This instruction manual contains important safety and health information that you should read and understand before using this software.

EPILEPSY WARNING

Please read before using this video game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Preferably play the video game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING: AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain television screens and monitors. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

WORLDWIDE CUSTOMER SERVICE CONTACTS

www.eidosinteractive.co.uk/support/worldmap.html

CUSTOMER SERVICE HELPLINE: 0870 9000 222 *(NATIONAL RATE, UK CUSTOMERS ONLY)*

For queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact customer services at the address below:

Eidos Interactive Limited
Wimbledon Bridge House
1 Hartfield Road
Wimbledon
SW19 3RU

Customer Services Numbers

• Australia — **1300 365 911**
Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Österreich — **0820 500 535**
0.145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Belgique/België/Belgien — **011 516 406**
Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Danmark — **33 26 68 00**
Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• Suomi — **0600–411911**
17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• France — **0820 31 32 33**
Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Deutschland — **01805 766 977**
0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Ελλάδα — **00321 0678 2000**
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• Ireland — **0818 365065**
All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Israel — **09 971170**
Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Italia — **848 82 83 84**
Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• Malta — **21 344700**
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Nederland — **0495 574 817**
Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• New Zealand — **09 415 2447**
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• Norge — **820 75 050**
Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• Portugal — **707 23 23 10**
Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

• España — **902 102 102**
Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

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Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• Suisse/Schweiz/Svizzera — **0848 84 00 85**
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• UK — **08705 99 88 77**
National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

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